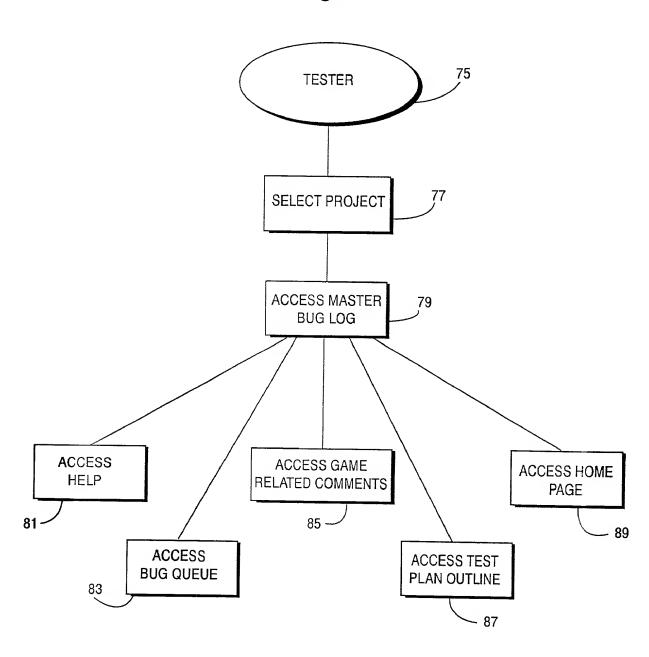


NOA Product Testing - Bug Tracking System (BTS)

This system has been developed for and is best viewed by Netscape v4x. NOA's Product Testing group recommends Netscape v4.51 or higher. Fig. 4



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Fig. 5

Part Comment Done Mark Comment Done Comment

The Master on the proje	The Master Bug Log is a collection of all bugs for a project that have been entered up to date. This only includes bugs that have been accepted after placed into Queue. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log.
Availa	Available menu selections in "Master Bug Log". Edit New Copy Prev Next Go To: Sort Submit Refresh List Publish Save Cancel Save&Prev Save&Next By Right Stage
Edit	to make changes to the currently dep
New	Chris here to wew detailed information on the entering new longs. "New," allows the user to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting this will open a black edit window that the user may moothly as necessary
Copy	Copy
Prev	"Prev" is short for Previous Selecting this will move the user to the previous bug, test plan, comment, etc
Next	Selecting "Next" will move the user to the next bug, test plan, comment, etc
Go 10:	"Go To" and it? associated entry boz is used to uninediately stap to an entry by using it's number. Example If the user is in the master bug log, and enters the number 15 into the entry box, then presses < Enter> or clicks on "Go To," they will be brought to bug number 15
Sort	Cluck here to wew detailed information on sorting "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.)
Submit	After entering the proper sort information, the tester/coordinator needs to select "Subrint" to new the bugs that the sort finds
Refresh	Refresh" is used to reload the entire Bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.
Publish	"Publish" is used when the coordinator wants to make all new bugs in the master bug log wewable to outside developers.
Save	Selecting "Save" will save all the changes the user has made in the currently openned field. This option needs to be selected each time user adds, changes, or updates a field
Cancel	The "Cancel" option is typically found along with the "Save" option. Cancel should be choosen if the user decides that he/she does not want to save the new entry or changes not that field. Cancel should send the user back to the previous topic.

Fig. 6

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Fig. 7

Queue 18 bugs m qu	Queue is a collection of all bugs entered by testers on a project. These are bugs are in queue waiting to be accepted by the project coordinator. The coordinator on the project wews bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log. All bugs entered by a tester are to be entered in Queue first.
Avaii	Available menu selections in "Queue":
Edit	tt New Work Frey Next Go To: Sort Suhmit Refresh List Accept Publish Refect Saye Conce
Edit	Click here to wew detailed information on editing bugs "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example currently displayed bug) in an edit window for the user to modify as necessary
New	Chek here to wew detailed information on the entering new bugs "New" allows the uper to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting that will open a blank efit vanidow that the uper may modify as necessary
In Work	In Work "In Work" is used when a tester would like to enter some information into the bug log but would like to wait to submit if This happens when the tester is dealing with more than one bug at a time. For example, the tester sees a bug and would like to enter it into "In Work" so that they don't forget about it, while working on another bug at the same time. This field hides the bug from view of the coordinator and other testers newing the 'Queue' log so that it will not get entered prior to finishing the bug. The tester may make changes to the bug in work until he submits it. "This option is only available to testers ou a project and will not appear to the coordinator.
Prev	"Frev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.
Next	Selecting "Next" will move the user to the next bug, test plan, comment, etc
Co Te:	"Go To and it's ass into the entry box, th
Sort	Click here to view detailed information on sorting "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.)
Submit	
Refiesh	Refresh "Refresh" is used to reload the cultre. Dury That lange System. This should be done when the user wants to vicw all the most recent changes to the system after changes have been made. A user may enter or change a bug, connecut, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being weaved.
List	"List" places all entres (bugs, comments, etc.) in that section in a list format. This allows the user to quickly wew multiple entries rather than one entry at a time. The user is supplied with some basic information on each entry.
Accept	"Accept" is used by a coordinator to accept the currently displayed bug in Queue and place it into the Master Bug Log. This option is only available to coordinators on the project.

Fig. 8

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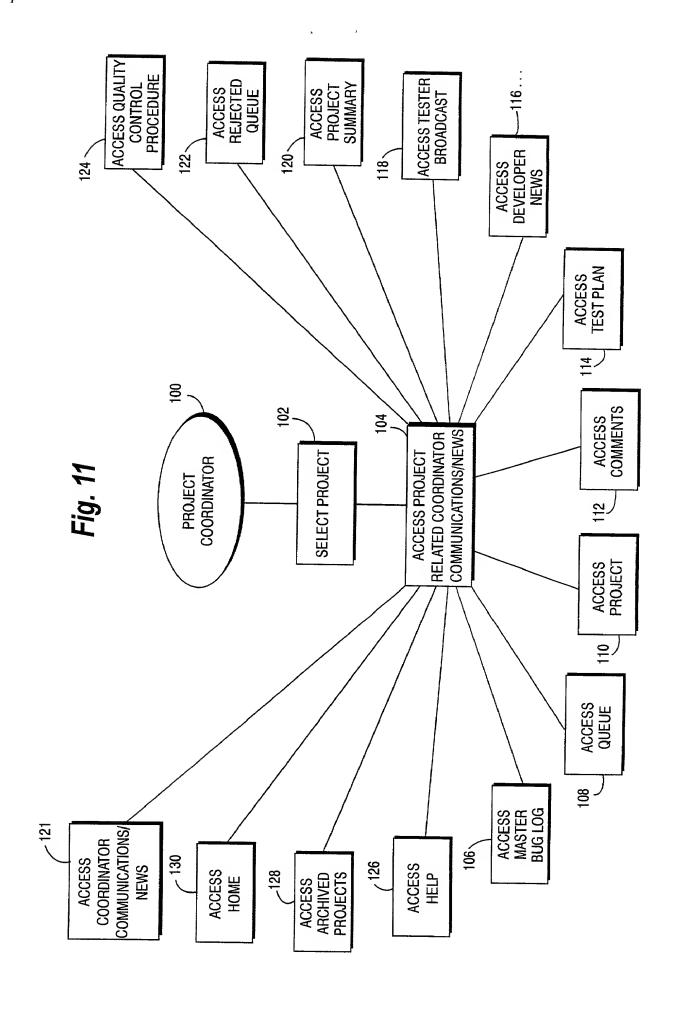
Fig. 9

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Fig. 10

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Fig. 12

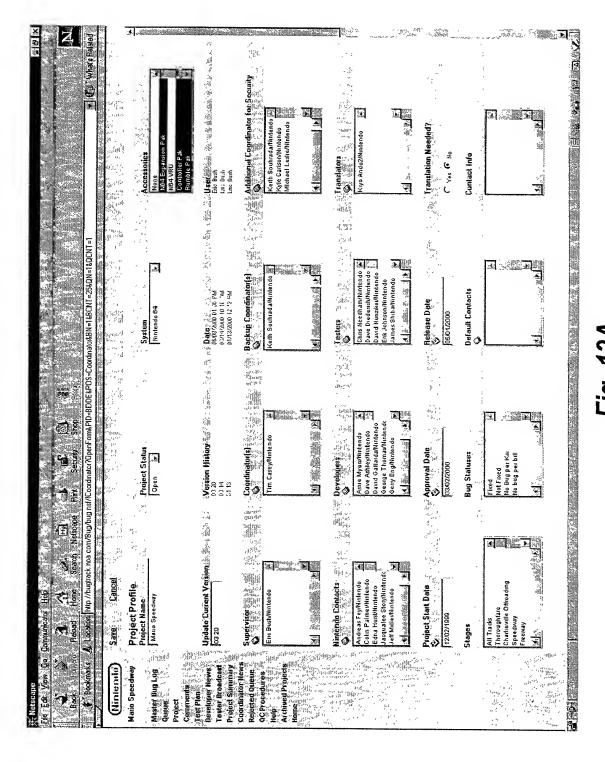


Fig. 13A

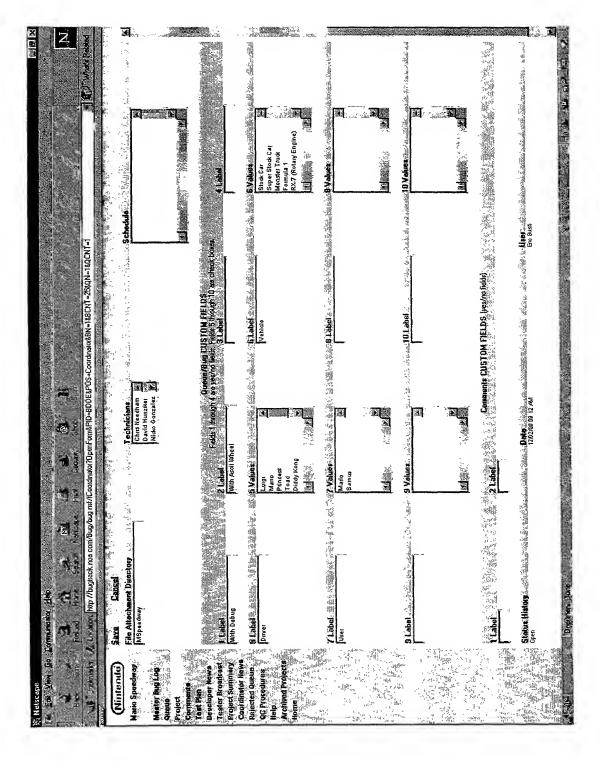


Fig. 13B

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Fig. 15

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Fig. 16

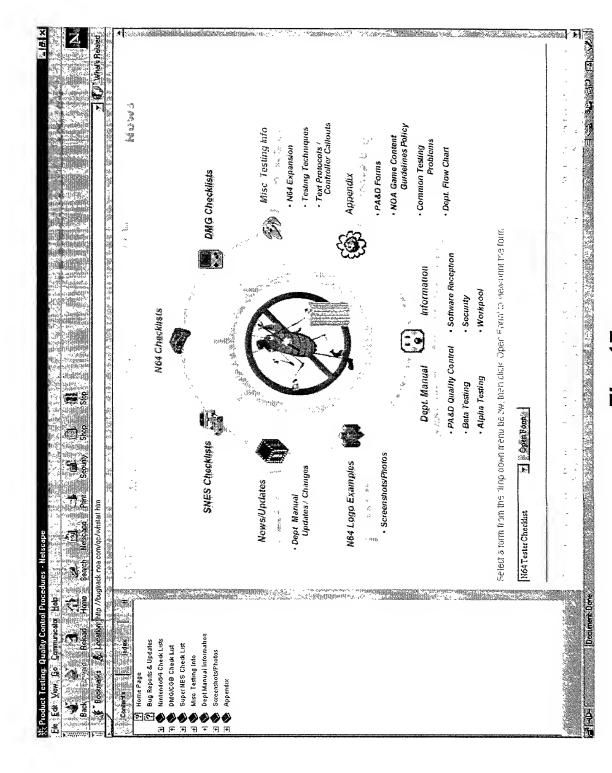


Fig. 17

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Fig. 18

Fig. 19

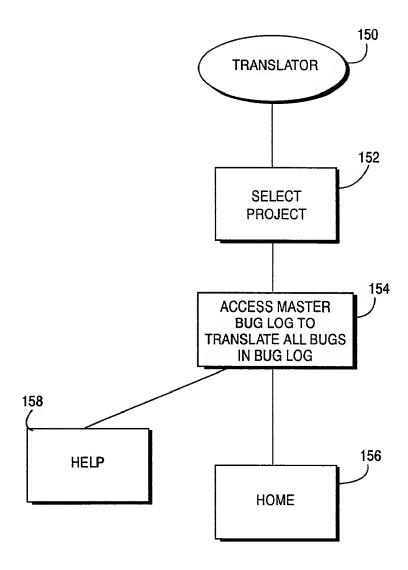


Fig. 20

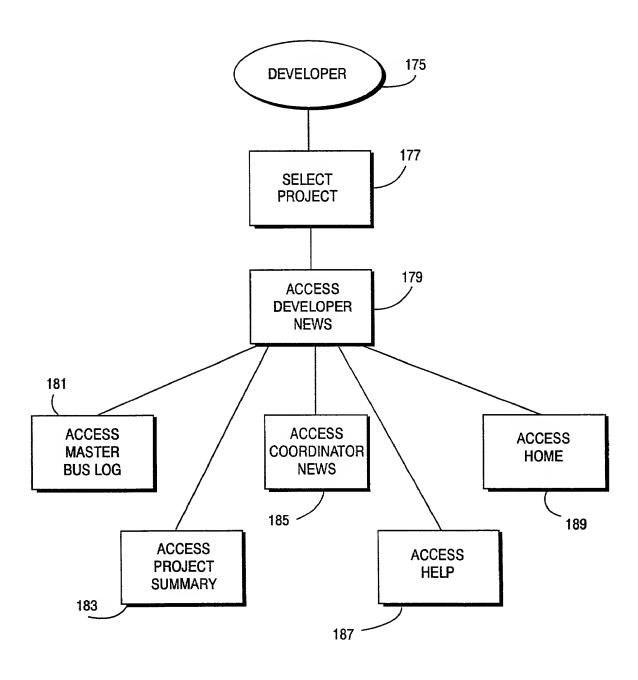
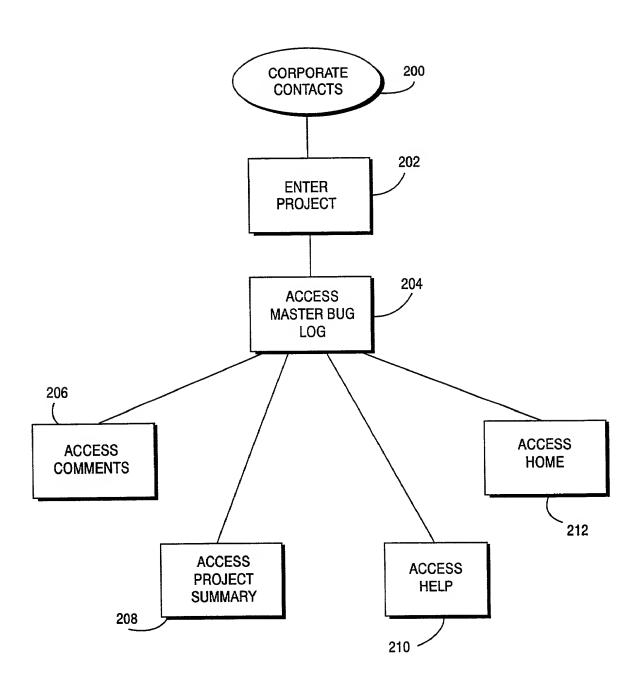
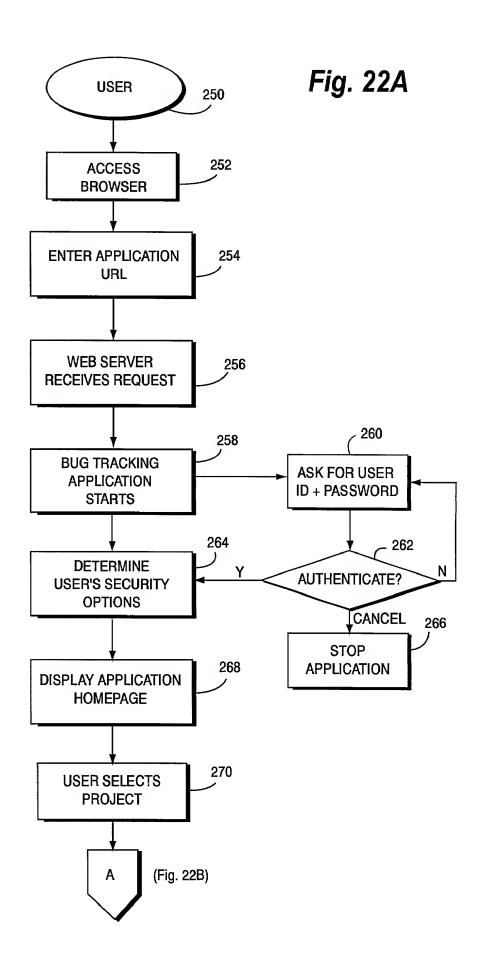


Fig. 21





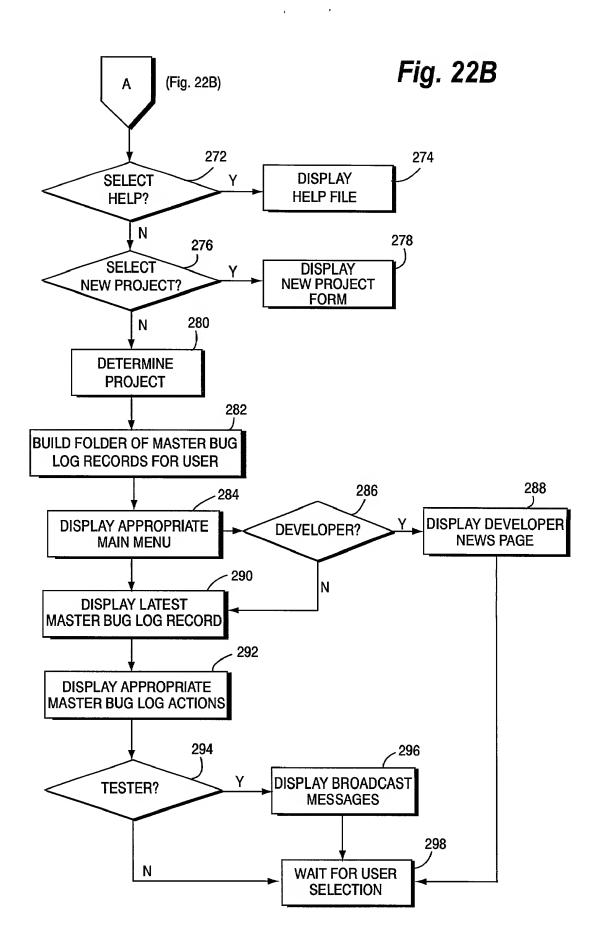
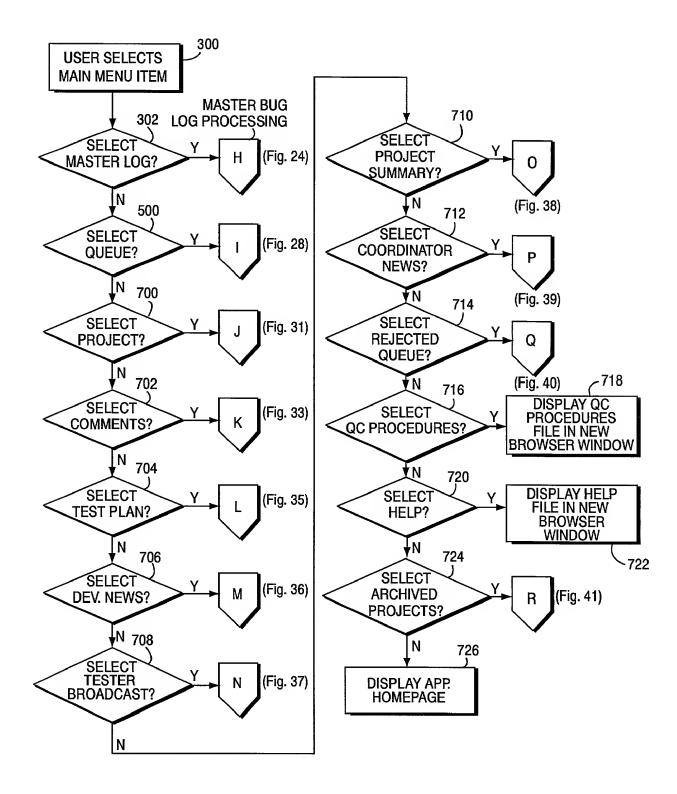
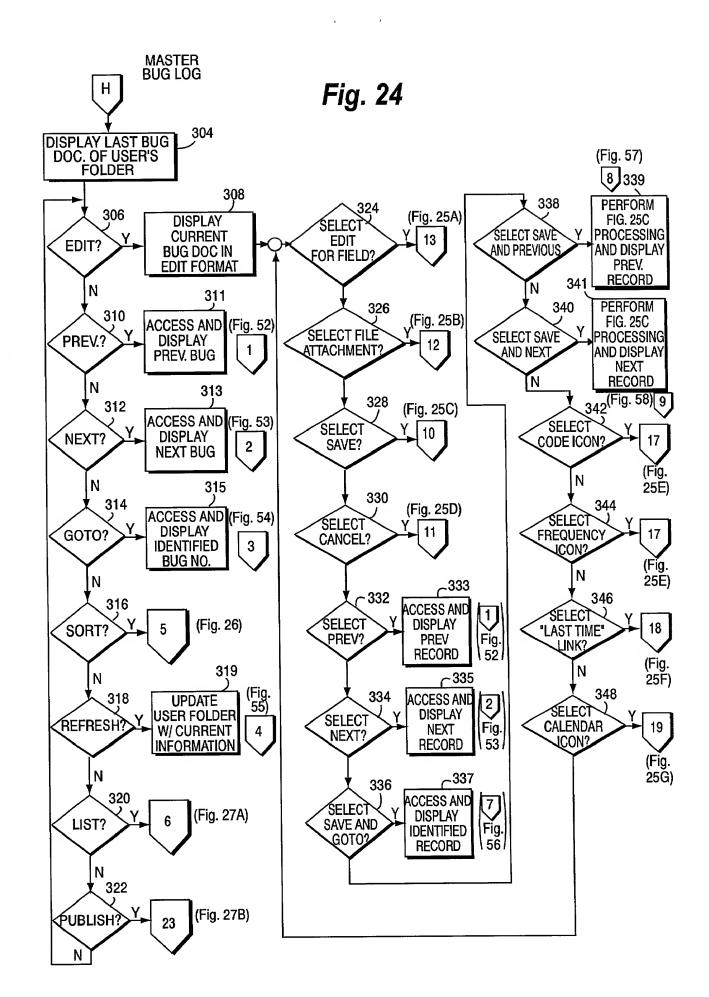
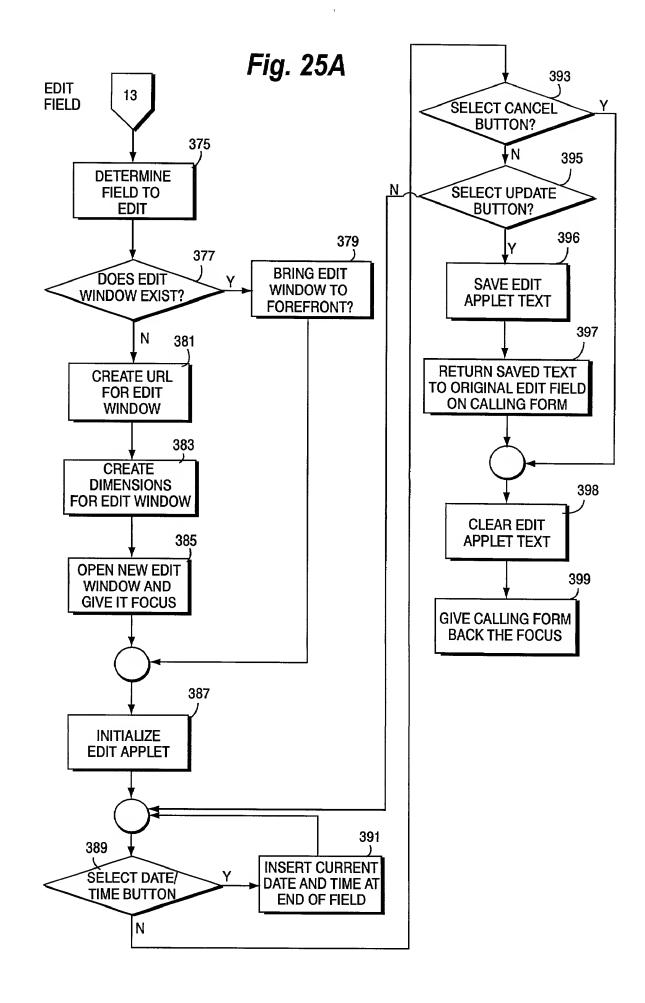
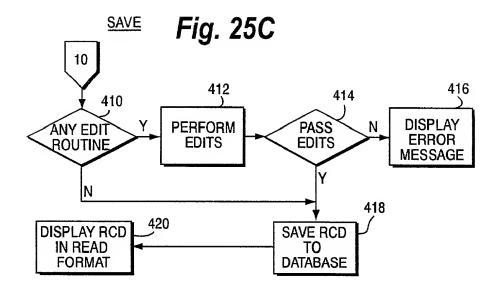


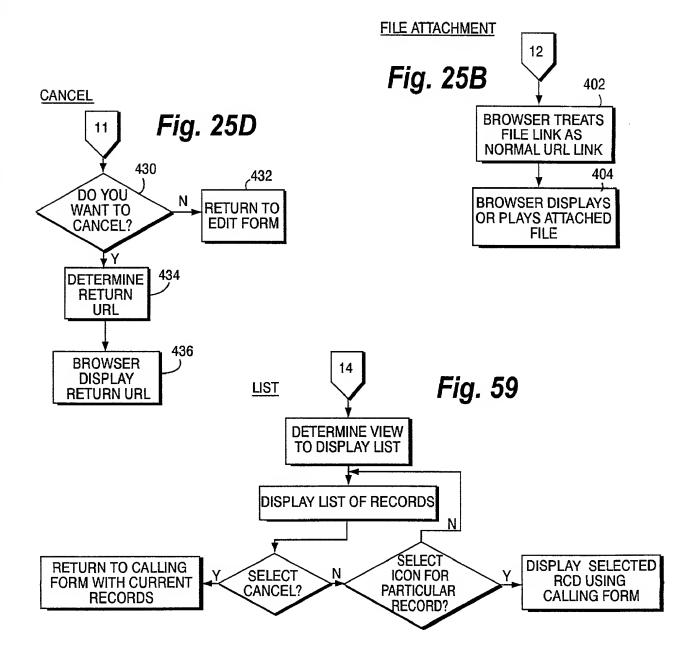
Fig. 23

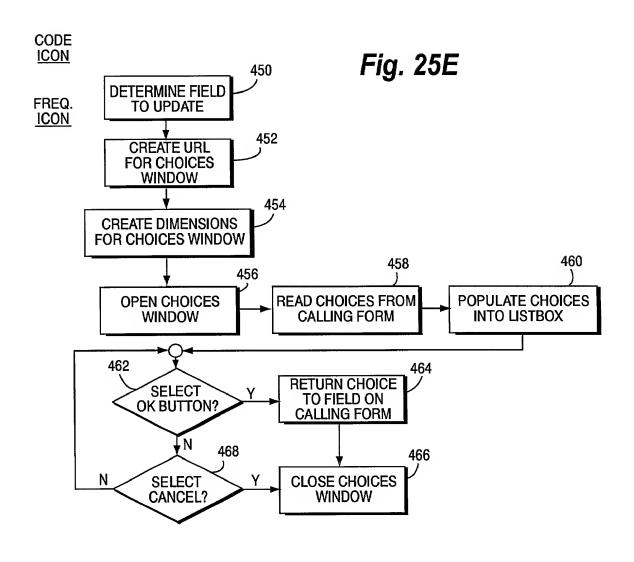












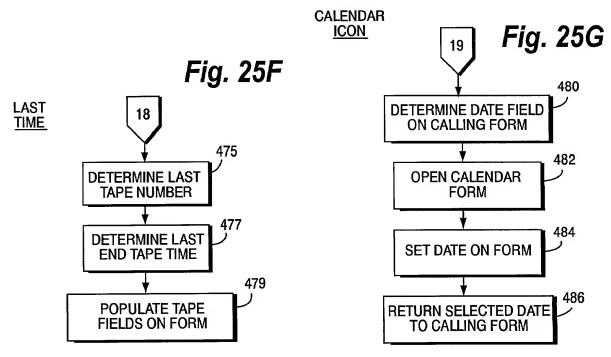


Fig. 26

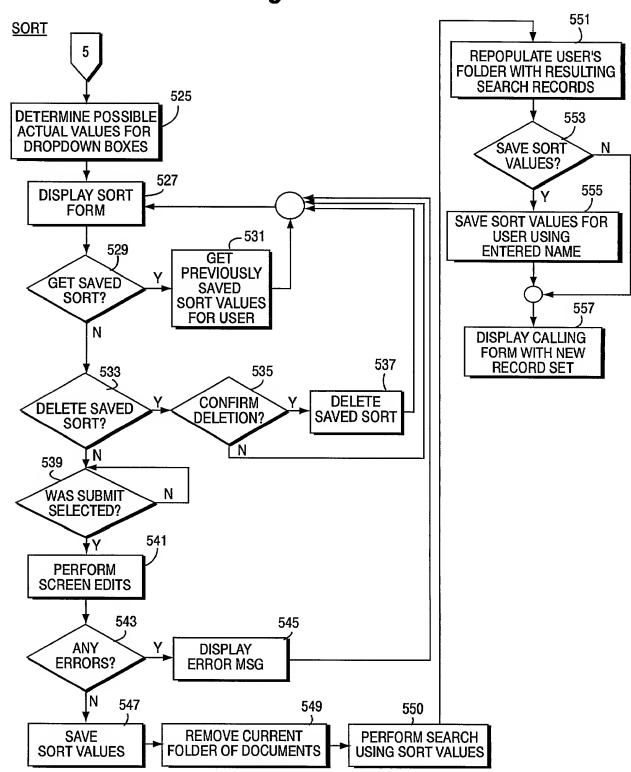
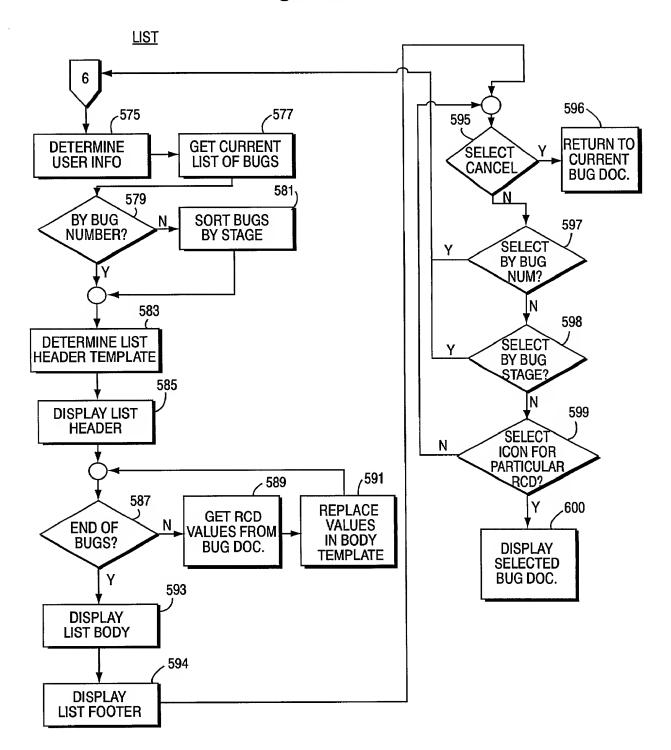


Fig. 27A



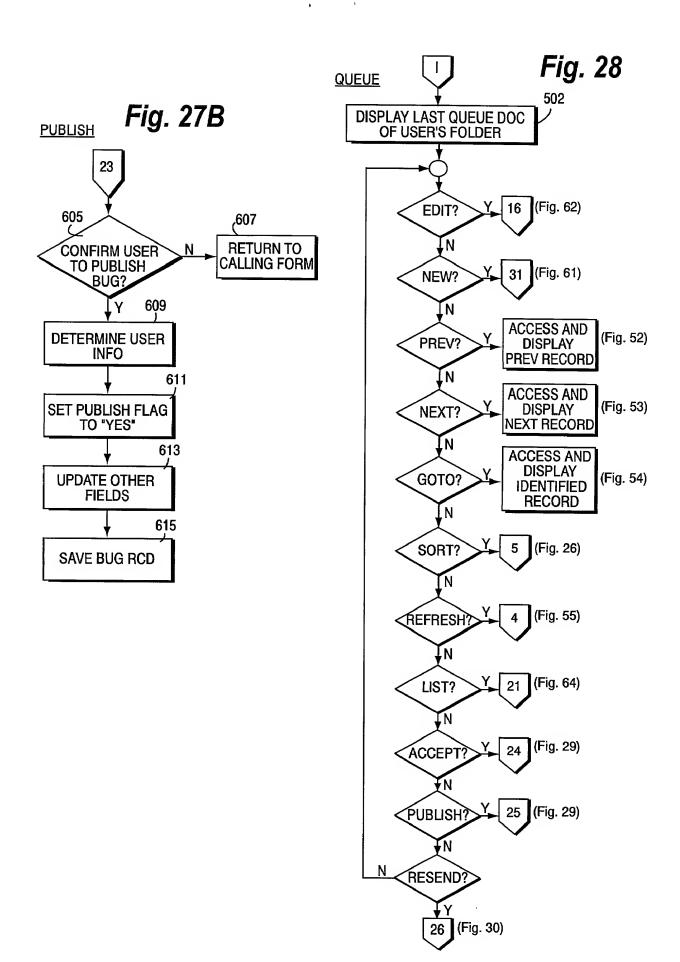


Fig. 29

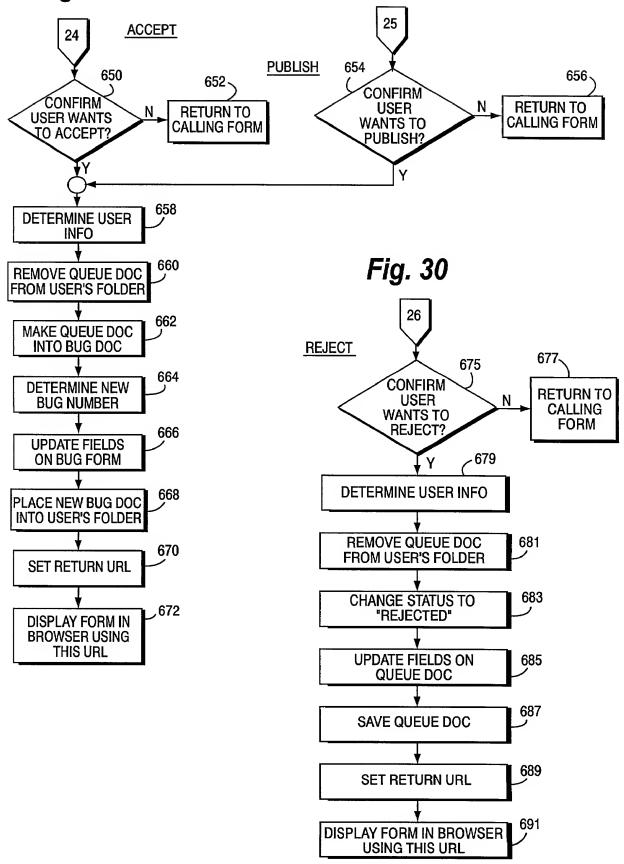
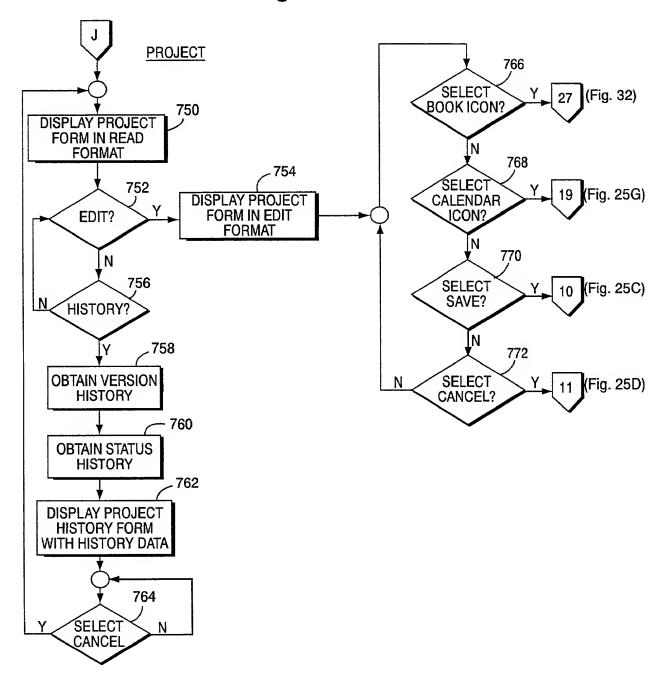


Fig. 31



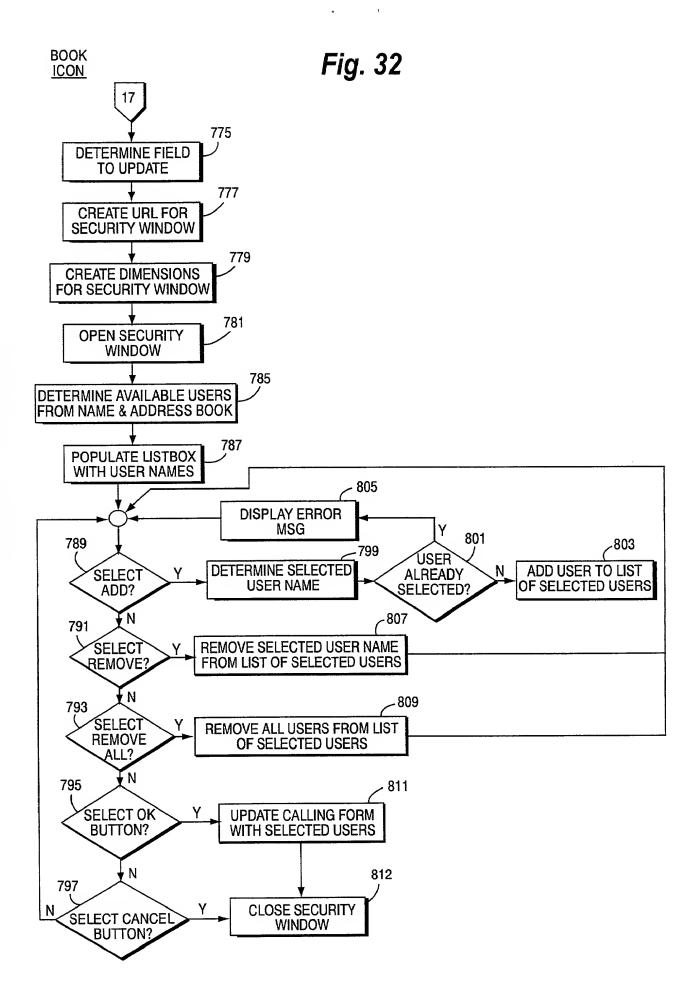


Fig. 33

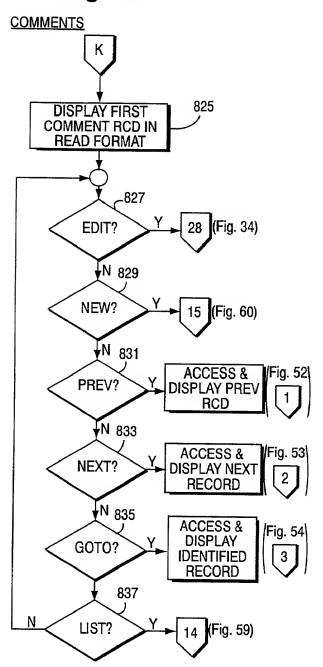


Fig. 34

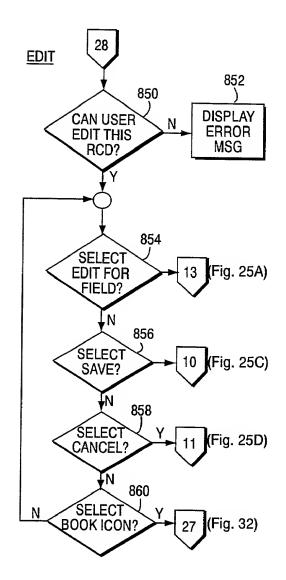


Fig. 35

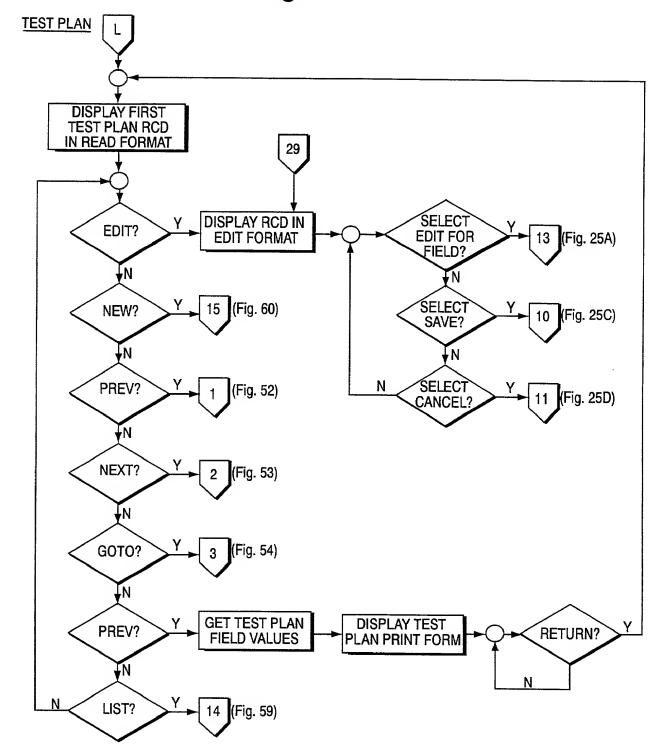


Fig. 37

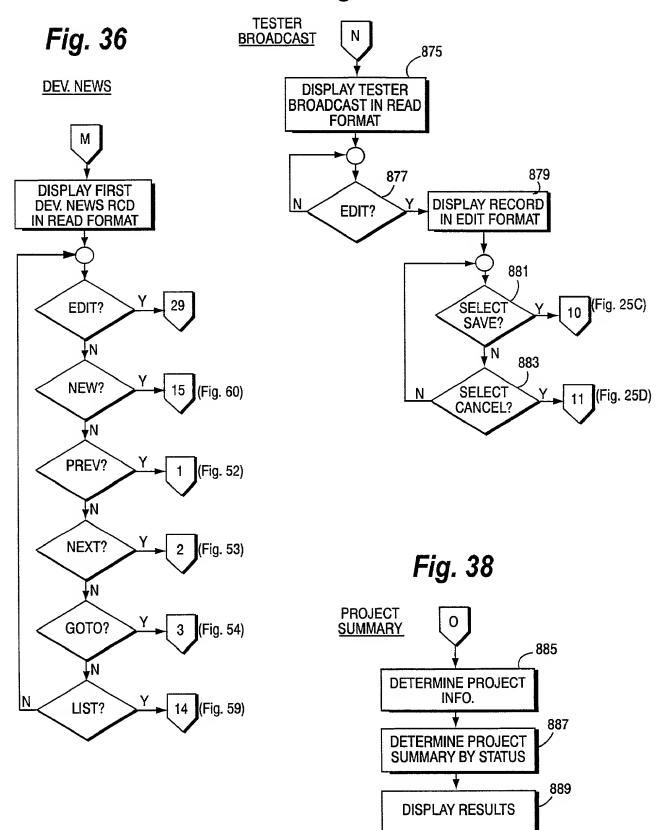


Fig. 39

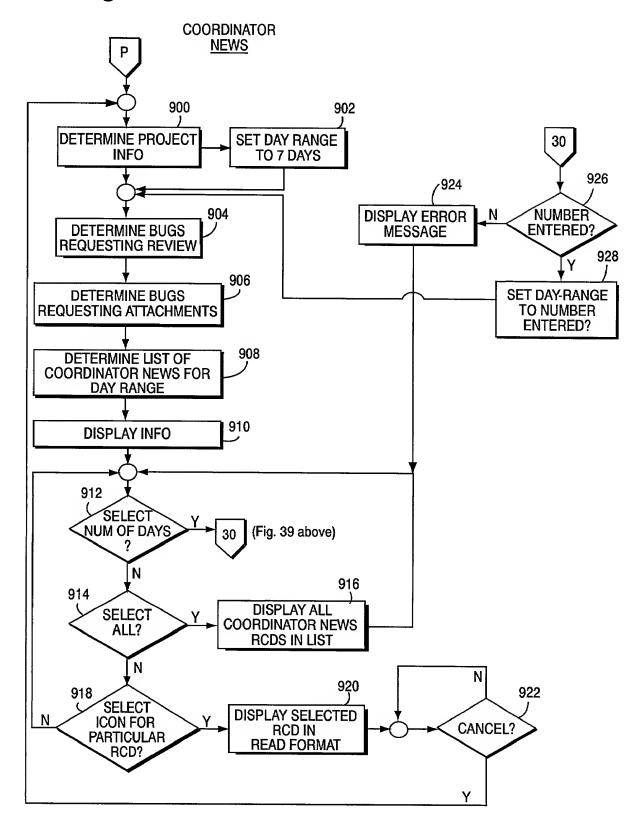


Fig. 40

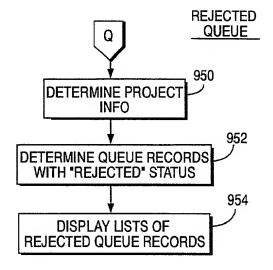


Fig. 41

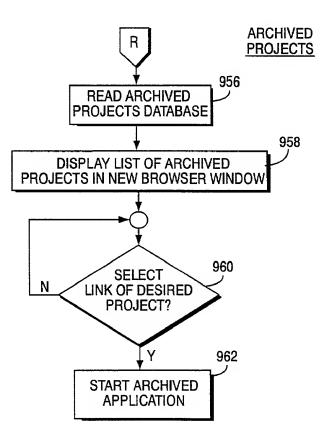


Fig. 42



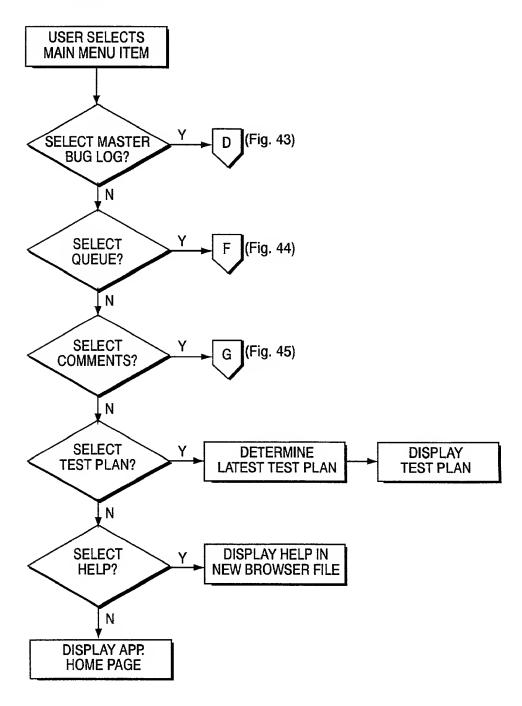


Fig. 43

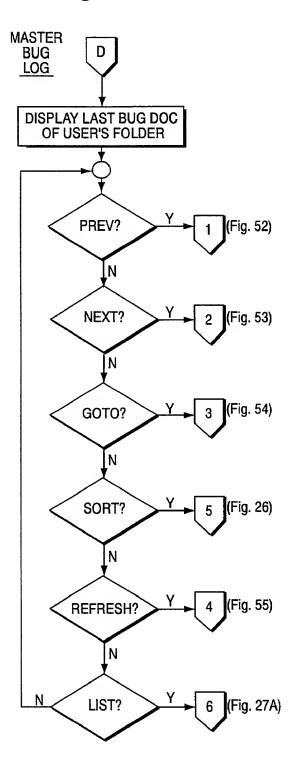


Fig. 50

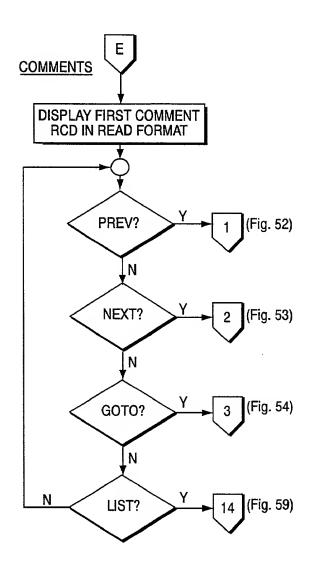


Fig. 44

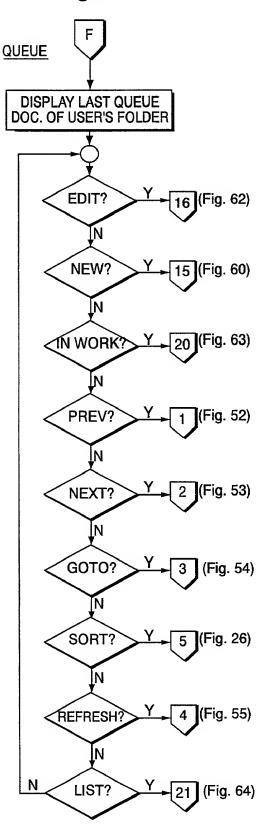
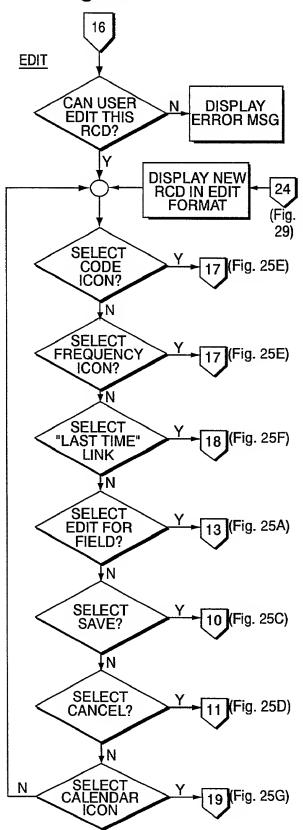
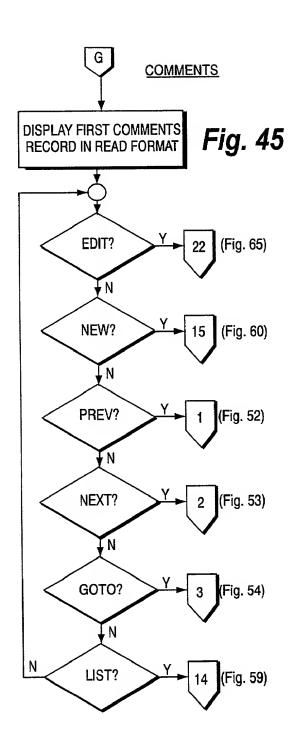


Fig. 62





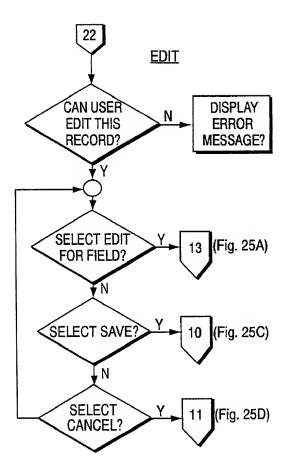
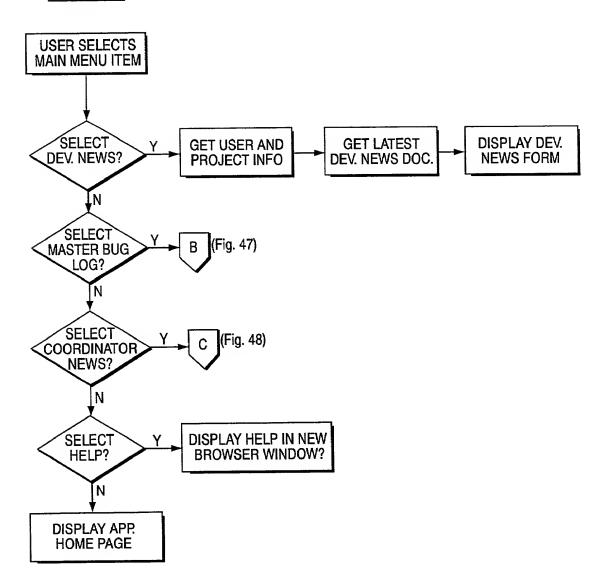
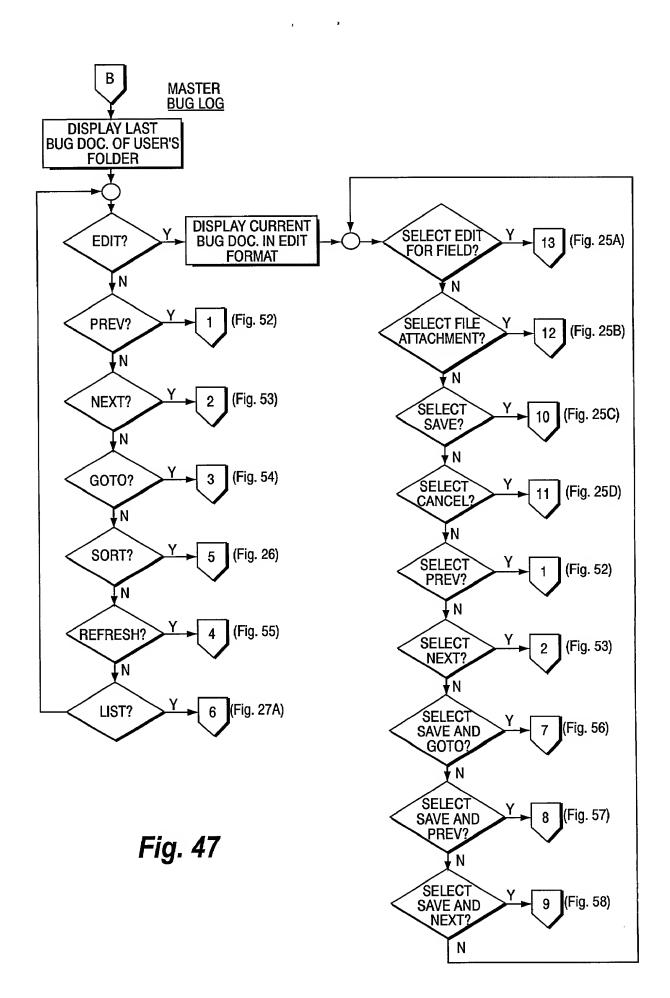


Fig. 65

Fig. 46

DEVELOPER





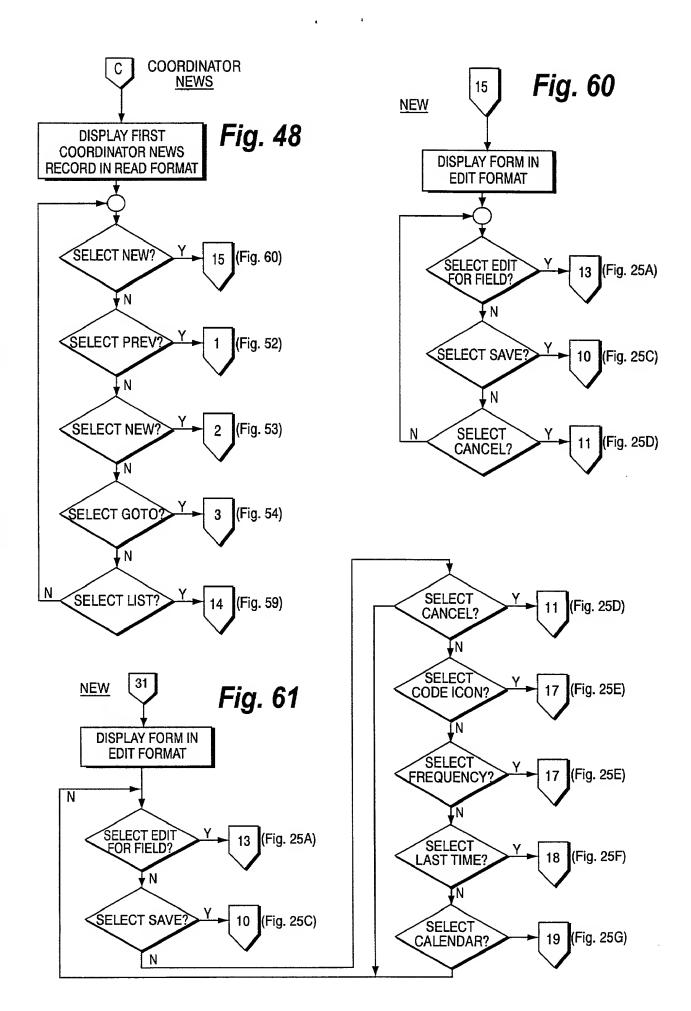


Fig. 49

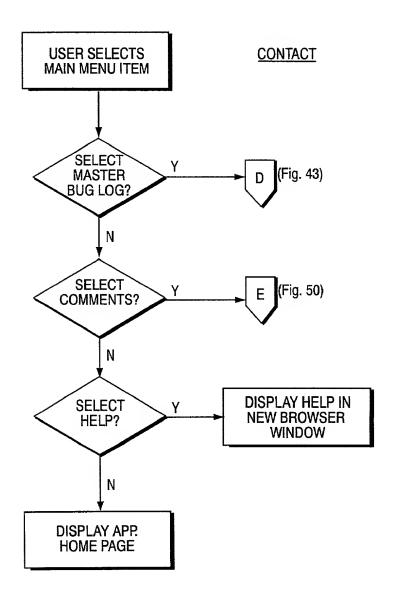


Fig. 51

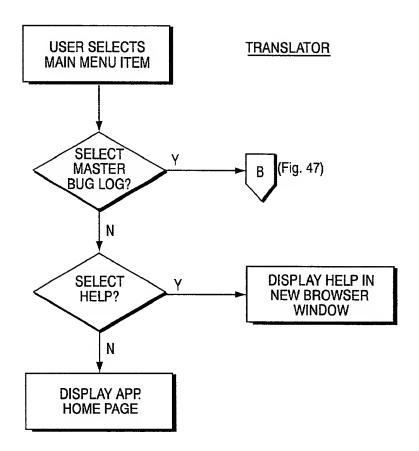


Fig. 52

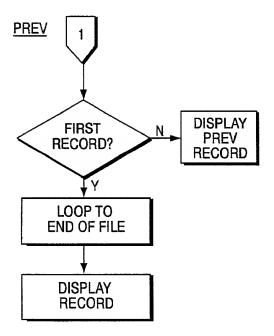


Fig. 53

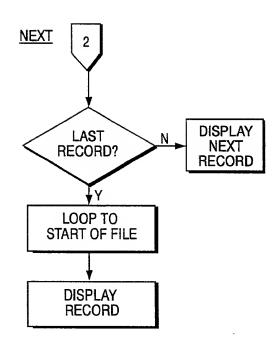


Fig. 54 <u>GOTO</u> 3 **DISPLAY** IS NUMBER **ERROR ENTERED?** MESSAGE DISPLAY RECORD > LAST **END OF FILE?** RECORD ŀΝ **DISPLAY** RECORD < **FIRST BEGINNING OF RECORD** FILE? N **DISPLAY DESIRED**

RECORD

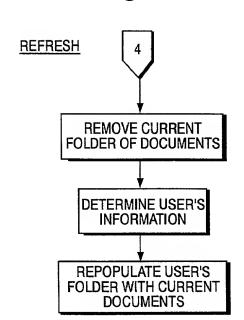


Fig. 55

Fig. 57 SAVE & 8 Fig. 56 PREV **DETERMINE** SAVE & (Fig. 56) PREV RECORD <u>GOTO</u> **NUMBER** SET RECORD **PREV DISPLAY** Ν **IS NUMBER** NUMBER TO RECORD NUMBER **ERROR** ENTERED? LAST RECORD MESSAGE < BOF N SAVE OFF NUMBER PERFORM EDIT ROUTINES PERFORM EDIT **DISPLAY PASS** N, ROUTINES **ERROR** EDITS? MESSAGE? DISPLAY **PASS** Ν **ERROR** SEND BROWSER TO EDITS? **MESSAGE DESIRED RECORD** SEND BROWSER Fig. 58 RECORD> TO DESIRED SAVE & 9 EOF? RECORD NEXT **DETERMINE NEXT** SEND BROWSER **RECORD NUMBER** TO LAST RECORD SET RECORD **NUMBER TO** Next Record **FIRST** NUMBER > **RECORD** EOF? N PERFORM EDIT ROUTINES SEND BROWSER **DISPLAY PASS** N. **ERROR** TO DESIRED EDITS? RECORD MESSAGE

